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IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please CANCEL claims 1, 3, 5-7, 9-11 and 13-18 without prejudice or disclaimer.

Please AMEND claims 4, 8, and 12 and ADD new claims 19-21 in accordance with the following:

1.   (CANCELLED)

2.   (CANCELLED)

3.   (CANCELLED)

4.   (CURRENTLY AMENDED)   ~~The~~ An image simulation method ~~according to claim 1,~~ for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations ~~wherein, in a case the initial values of the number of drawing iterations are determined, the length of a side of the virtual surface defined by the three axes is set and the number of drawing iterations is then determined~~ on the basis of the length of the side of the virtual surface and the size of the texture so that the target face is fully mapped with the texture;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations; and

drawing a wireframe which divides the target face mapped with the texture on the display in accordance with the drawing start point and the number of drawing iterations.

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5.   (CANCELLED)

6.   (CANCELLED)

7.   (CANCELLED)

8.   (PREVIOUSLY PRESENTED) ~~The~~ An image simulation method ~~according to claim 5,~~ for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations ~~wherein, in a case the initial values of the number of drawing iterations are determined, the length of a side of the virtual surface defined by the three axes is set and the number of drawing iterations is then determined~~ on the basis of the length of the side and the size of the texture so that the target face is fully mapped with the texture;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations; and

drawing a wireframe, which divides the target face mapped with the texture, on the display in accordance with the drawing start point and the number of drawing iterations.

9.   (PREVIOUSLY PRESENTED)

10.   (CANCELLED)

11.   (CANCELLED)

12.   (CURRENTLY AMENDED) ~~The~~ An image simulation method ~~according to claim 9,~~ for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

setting three axes that will be orthogonal to one another using a plurality of points of the

three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations ~~wherein, in a case the initial value of the number of drawing iterations is determined, the length of a side of the virtual surface defined by the three axes is set and the number of drawing iterations is then determined~~ on the basis of the length of the side of the virtual surface and the size of the texture so that the target face is fully mapped with the texture;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe, which divides the target face mapped with the texture, on the display in accordance with the drawing start point and the number of drawing iterations.

13.   (CANCELLED)

14.   (CANCELLED)

15.   (CANCELLED)

16.   (CANCELLED)

17.   (CANCELLED)

18.   (CANCELLED)

19.   (NEW) The image simulation method according to claim 4, wherein in a case a movement of the wireframe is requested by dragging the wireframe on the display, the value of the drawing start point is changed in accordance with the amount of movement of the dragging the wireframe.

20.   (NEW) The image simulation method according to claim 8, wherein in a case a change of the number of lines of the wireframe is requested by dragging the wireframe on the display, the value of the number of drawing iterations is changed in accordance with the number of the wireframes changed on the basis of the amount of movement of the dragging the

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wireframe.

21.   (NEW) The image simulation method according to claim 12, wherein in a case of movement of the wireframe and a change of the number of wireframes is requested by dragging the wireframe on the display, a value of the drawing start point is changed in accordance with the amount of movement of the dragging the wireframe and the value of the number of drawing iterations is changed in accordance with the number of the wireframes changed on the basis of the amount of movement of the dragging the wireframe.